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## Claims

## What is claimed is:

- A method of providing a bonus game comprising:
   receiving a selection of a first advantage from a player; and
   providing the first advantage for a first play of the bonus game by the player.
- 2. The method in claim 1 which further comprises prompting the player to effect the selection of the first advantage.
- 3. The method in claim 1 which further comprises displaying a plurality of advantage choices for selection of the first advantage by the player.
- 4. The method in claim 3 which further comprises displaying a total of available advantage credits to the player.
- 5. The method in claim 1 which further comprises:

  receiving a selection of a second advantage from the player; and
  providing the second advantage for the first play of the bonus game by the player.
- 6. The method in claim 1 which further comprises requiring the player to pay for the first advantage.
- 7. The method in claim 6 wherein requiring the player to pay comprises requiring payment in the form of credits earned in association with play of an associated primary game.
- 8. The method in claim 6 wherein requiring the player to pay comprises requiring the player to tender money.

- 9. The method in claim 1 which further comprises determining whether the player won a predetermined outcome from the first play of the bonus game.
- 10. The method in claim 9 which further comprises:
  if the player was determined to have won the predetermined outcome from the first play of the bonus game then:
  receiving a selection of a second advantage from the player; and providing the second advantage for a second play of the bonus game by the player.
- 11. The method in claim 1 further comprising configuring the bonus game as a game of Pong.
- 12. The method in claim 11 wherein the first advantage comprises at least one of: an initial shortening of a paddle of an opponent; an initial lengthening of a paddle of the player; and a slower shrinkage of a paddle of the player than a paddle of an opponent.
- 13. The method in claim 12 wherein a player is enabled to select a second advantage from the advantages in claim 12.
- 14. The method in claim 11 wherein a paddle of the player shortens during a play of the bonus game.
- 15. The method in claim 14 wherein the first advantage is a slowing of a rate of shortening of the paddle of the player during the play of the bonus game.
- 16. The method in claim 1 wherein the bonus game is a game of basketball.

- 17. The method in claim 16 wherein the first advantage is at least one of a longer set of legs for a basketball player representing a player and a shorter basket height.
- 18. The method in claim 16 wherein the first advantage is an at least one of a smaller ball or a larger hoop for a basketball player representing a player.
- 19. The method in claim 1 wherein the bonus game is a game of hockey.
- 20. The method in claim 19 wherein the first advantage is an initially longer stick for a player.
- 21. The method in claim 19 wherein the first advantage is a shorter stick for an opponent.
- 22. The method in claim 19 wherein the first advantage is a smaller goal for a player.
- 23. The method in claim 19 wherein the first advantage is a larger goal for an opponent.
- 24. The method in claim 1 wherein the first advantage comprises an advantage in perceived ability for a player.
- 25. The method in claim 1 wherein the first advantage comprises a disadvantage in perceived ability for an opponent.
- 26. The method in claim 1 wherein the first advantage comprises a competitive advantage for a player against an opponent.
- 27. The method in claim 1 wherein the first advantage comprises an advantageous alteration of environment for bonus game play for a player.

- 28. The method in claim 1 wherein the first advantage comprises an acquisition of an article advantageous for a player in bonus game play.
- 29. The method in claim 1 wherein the first advantage comprises an advantageous time element for a player in bonus game play.
- 30. The method in claim 1 wherein the first advantage comprises a perceived advantage in physical ability for a player.
- An apparatus for providing a bonus game comprising:
  a gaming device including:
  a memory containing computer instructions for:
  receiving a selection of a first advantage from a player through an input device; and providing the first advantage for a first play of the bonus game by the player.
- 32. The apparatus in claim 31 which further comprises:
  a display device configured for prompting the player for the selection of the first advantage.
- 33. The apparatus in claim 31 which further comprises:a display device configured for displaying a plurality of choices for the selection of the first advantage by the player.
- 34. The apparatus in claim 33 wherein the display device is further configured for:
  displaying a total of advantage credits accrued in association with play of a primary game
  to the player for use by the player in purchasing the first advantage.
- 35. The apparatus in claim 31 wherein the memory further contains computer instructions for providing a second advantage for the first play of the bonus game by the player.

- 36. The apparatus in claim 31 wherein the memory further contains computer instructions for requiring the player to pay for the first advantage.
- 37. The apparatus in claim 36 wherein the computer instructions for requiring the player to pay further comprise requiring the player to utilize credits acquired in association with play of a primary game.
- 38. The apparatus in claim 36 wherein the computer instructions for requiring the player to pay further comprise requiring the player to utilize money.
- 39. The apparatus in claim 31 wherein the memory further contains computer instructions for determining whether the player achieved a predetermined first outcome during the first play of the bonus game.
- 40. The apparatus in claim 39 wherein:
  - the apparatus is configured for receiving a selection of a second advantage from the player through the input device if the player was determined to have achieved the predetermined first outcome; and

the memory further contains computer instructions for:

providing the second advantage for a second play of the bonus game by the player if the player was determined to have achieved the predetermined first outcome.

- 41. The apparatus in claim 31 wherein the bonus game is a game of Pong.
- 42. The apparatus in claim 41 wherein the first advantage is an initial lengthening of a paddle of the player.

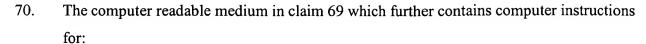
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- 43. The apparatus in claim 41 wherein the first advantage is an initial shortening of a paddle of an opponent.
- 44. The apparatus in claim 41 wherein a paddle of the player shortens during a play of the bonus game.
- 45. The apparatus in claim 44 wherein the first advantage is a slowing of the shortening of the paddle of the player during the play of the bonus game.
- 46. The apparatus in claim 31 wherein the bonus game is a game of basketball.
- 47. The apparatus in claim 46 wherein the first advantage comprises at least one of a longer set of legs for a basketball player representing a player and a shorter basket.
- 48. The apparatus in claim 46 wherein the first advantage comprises a smaller ball or a larger hoop.
- 49. The apparatus in claim 31 wherein the bonus game is a game of hockey.
- 50. The apparatus in claim 49 wherein the first advantage is a longer stick for a player.
- 51. The apparatus in claim 49 wherein the first advantage is a shorter stick for an opponent.
- 52. The apparatus in claim 49 wherein the first advantage is a smaller goal for a player.

- 53. The apparatus in claim 49 wherein the first advantage comprises an advantage in perceived ability for a player.
- 54. The apparatus in claim 31 wherein the first advantage comprises a disadvantage in perceived ability of an opponent.
- 55. The apparatus in claim 31 wherein the first advantage comprises a competitive advantage for a player against an opponent.
- 56. The apparatus in claim 31 wherein the first advantage comprises an advantageous alteration of environment for bonus game play for a player.
  - 57. The apparatus in claim 31 wherein the first advantage comprises an acquisition of an article advantageous for a player in bonus game play.
- 58. The apparatus in claim 31 wherein the first advantage comprises an advantageous time element for a player in bonus game play.
- 59. The apparatus in claim 31 wherein the first advantage comprises a perceived advantage in physical ability for a player.
- 60. The apparatus in claim 31 wherein the bonus game is administered remotely by a bonus event computer.
- 61. A computer readable medium containing computer instructions for:
  receiving a selection of a first advantage from a player; and
  providing the first advantage for a first play of a bonus game by the player.
- 62. The computer readable medium in claim 61 which further contains computer instructions for prompting the player for the selection of the first advantage.

- 63. The computer readable medium in claim 61 which further contains computer instructions for displaying a plurality of choices for the selection of the first advantage to the player.
- 64. The computer readable medium in claim 63 which further contains computer instructions for displaying a total of credits accrued in association with play of a primary game to the player.
- 65. The computer readable medium in claim 61 which further contains computer instructions for:

  receiving a selection of a second advantage from the player; and providing the second advantage for the first play of the bonus game by the player.
- 66. The computer readable medium in claim 61 which further contains computer instructions for requiring the player to pay for the first advantage.
- 67. The computer readable medium in claim 66 wherein the computer instructions for requiring the player to pay further comprise requiring the player to utilize credits accumulated during play of a primary game.
- 68. The computer readable medium in claim 66 wherein the computer instructions for requiring the player to pay further comprise requiring the player to pay with money.
- 69. The computer readable medium in claim 61 which further contains computer instructions for determining whether the player achieved a predetermined outcome during the first play of the bonus game.



if the player was determined to have achieved the predetermined outcome during the first play of the bonus game, then:

receiving a selection of a second advantage from the player; and providing the second advantage for a second play of the bonus game by the

player.